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15 OCTOBER 1996
EVERY FORTNIGHT

SEGA MEGA CD Archive

UK's OFFICIAL SEGA COMI

SONIC THE COMIC

NEW SONIC STORY

BARMY DREAMERS!

THE ULTIMATE NIGHTMARE!

NEW TAILS STORY

SMALL CHANGE!

PLUS

Q ZONE REVISITED!

SONIC 2 & 3!

ECCO!

COMIX ZONE!

PC REVIEWS!

NiGHTS!

IN YER FACE PIN-UP!

PIXEL ZONE!

COMPUTER ARTWORK!

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE

Hey, Boomers!

If you like your comics well done, you're in for a treat! Spoon-fed to you this issue includes a double-helping of new stories: Ultimate Nightmare starring Sonic, and Tails' Small Change.

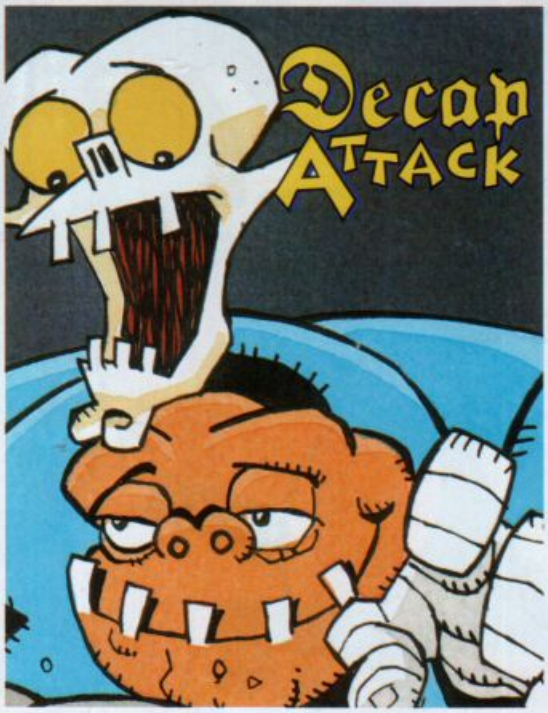
There's also a taste of dolphin friendliness with a PC review which includes Ecco the Dolphin. Plus, if you feel like a second helping of NiGHTS, Sega's hot Saturn release - just check out the Elliot Pin-up. Mixed together with *more* Sonic Q Zone's, it's more than a mortal can take (so I'm told!).

Better go, Boomers - as I compose this menu to you, those excruciating humes are attempting to hide my micro chips! I'll resist the temptation to hide their deep fried lard bars in retaliation! What I have to put up with...

Megadroid

HAPPENING TO A HALLOWEEN ISSUE NEAR YOU!

Be afraid! Be very afraid - they're back next issue for another megamental run! What am I talking about - **Decap Attack**, of course! So, get ready to be reacqainted with Frank, Igor, Chuck and Head - the stars of one of *STC's* most popular strips. **You have been warned!**



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- PRODUCTION: Sarah Colley
- CONSULTANT: Richard Burton

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MEGA DRIVE

1	↑	OLYMPIC SUMMER GAMES
2	↓	BRIAN LARA CRICKET '96
3	NEW	WORMS
4	●	TOY STORY
5	↓	FIFA SOCCER '96
6	↓	MICRO MACHINES 2
7	●	TAZ-MANIA: ESCAPE FROM MARS
8	●	SONIC AND KNUCKLES
9	●	MEGA BOMBERMAN
10	●	STREETS OF RAGE 2

SATURN

1	NEW	MORTAL KOMBAT 3
2	NEW	LOADED
3	↑	SEGA RALLY
4	↓	THE NEED FOR SPEED
5	↓	VIRTUA COP
6	↑	VIRTUA FIGHTER 2
7	NEW	ROAD RASH
8	↑	FIFA SOCCER '96
9	↓	GUARDIAN HEROES
10	↓	SHINING WISDOM

MEGA-CD

1	↑	BRUTAL: PAWS OF FURY
2	↑	B.C. RACERS
3	↓	REBEL ASSAULT
4	↓	SOULSTAR
5	RE	BATMAN RETURNS
6	↓	ETERNAL CHAMPIONS
7	↑	THUNDERHAWK
8	↓	WORLD CUP USA '94
9	↓	TOMCAT ALLEY
10	↓	EARTHWORM JIM

GAME GEAR

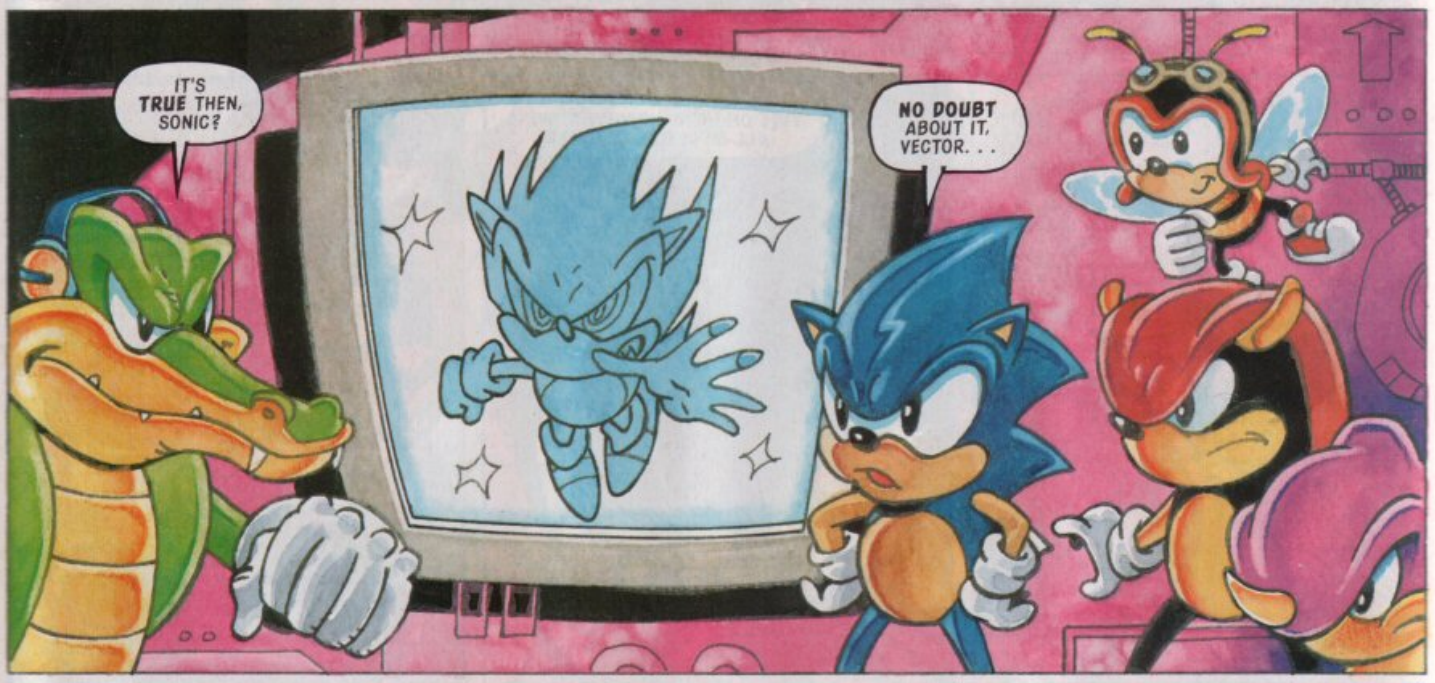
1	↑	THE LION KING
2	↑	COLUMNS
3	↑	SONIC THE HEDGEHOG
4	↓	SONIC THE HEDGEHOG 2
5	↑	SONIC CHAOS
6	RE	COSMIC SPACEHEAD
7	RE	MORTAL KOMBAT 3
8	↓	STAR TREK: GENERATIONS
9	RE	POWER RANGERS: THE MOVIE
10	RE	SONIC DRIFT RACING

SONIC THE HEDGEHOG™

The Ultimate Nightmare

COMPLETE STORY

Script & Art: NIGEL KITCHING
Colouring: ANDY PRITCHETT
Lettering: TOM FRAME



RIDICULOUS! I NEVER YELL AT YOU!
GUYS, STEADY. . .
YOU DO ALWAYS YELL AT CHARMY, VECTOR. . . ALTHOUGH I DON'T BLAME YOU!
LOOK, WE ALL THOUGHT THE OMNI-VIEWER HAD TRAPPED SUPER SONIC BY STOPPING TIME. . . HOLDING HIM MOTIONLESS!
SO, WHAT'S GOING ON?
THE OMNI-VIEWER MUST HAVE FAILED! HE HASN'T STOPPED TIME, JUST SLOWED IT DOWN!
I GET IT, ESPIO. . . SUPER SONIC'S JUST MOVING IN TOTAL SLOW MOTION!
SO WHEN HE'S EVENTUALLY FREE OF THE OMNI-VIEWER, WE'LL ALL BE IN BIG TROUBLE!
HEY, WHO LEFT THIS HERE?
NEVER SEEN IT BEFORE, MIGHTY.
DON'T GET DISTRACTED, GUYS!

JIMINY CREEPERS, NOT THAT!
I. . .I'M FALLING!
WHAT'S HAPPENING. . . I DON'T SEE ANYTHING!

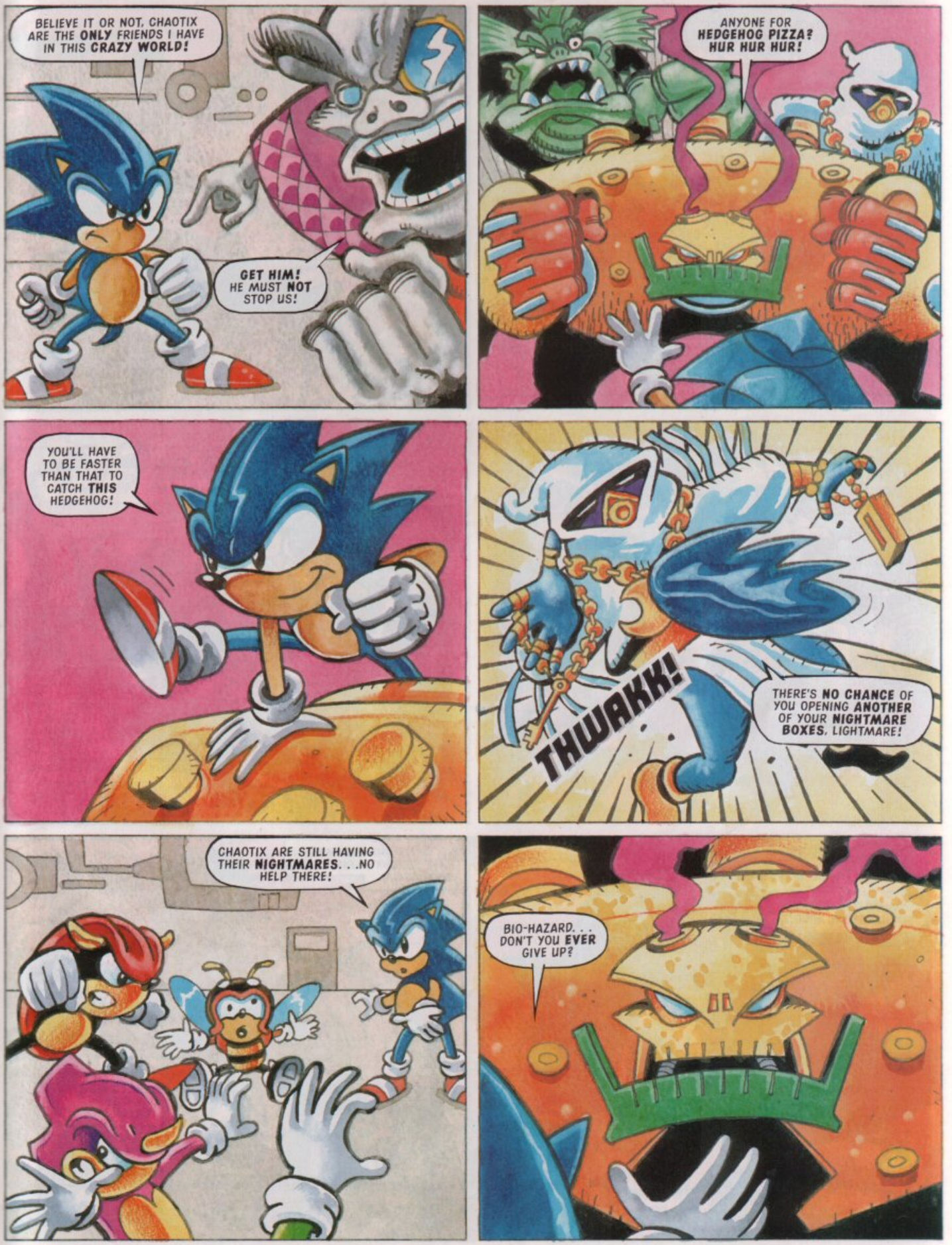
WELL DONE, LIGHTMARE! YOUR **BOX OF NIGHTMARES** CAUGHT THE FOOLS COMPLETELY OFF GUARD!
NATURALLY, LORD SIDEWINDER! AND AS LONG AS THE LID IS OPEN, THEY'LL CONTINUE TO LIVE THEIR **WORST NIGHTMARES!**

THIS SHRINKING DEVICE SUPPLIED BY NACK THE WEASEL WORKS **PERFECTLY!***
*YOU'LL HAVE TO WAIT UNTIL NEXT ISSUE TO FIND OUT MORE ABOUT NACK! -- Megadroid.

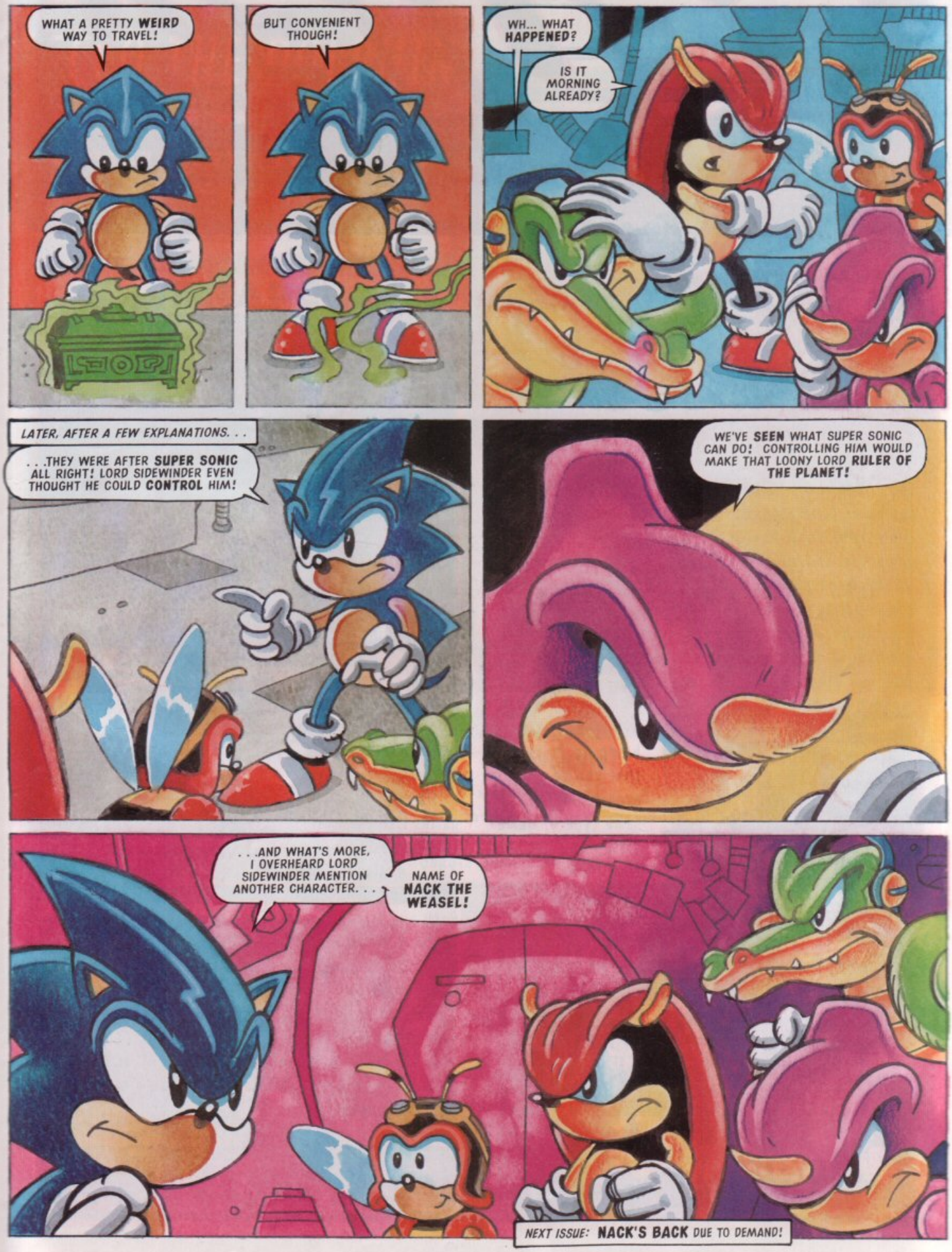
THERE HE IS, PROBABLY THE MOST POWERFUL CREATURE IN THE **UNIVERSE!**
SO POWERFUL THAT HE NEARLY **TOPPED** THE **LOT** OF US!

BUT THIS TIME, MR FRY, SUPER SONIC WILL BE **MY SLAVE!**
FIRST WE MUST GET HIM BACK TO OUR HIDEOUT!

YOU'RE **CRAZY!** YOU CAN'T CONTROL THAT CREATURE! HE'D KILL **YOU**, THEN PROBABLY DESTROY THE **ENTIRE PLANET!**
HEY! WHAT'S DA **HEDGEHOG** DOIN' HERE?


BELIEVE IT OR NOT, CHAOTIX ARE THE ONLY FRIENDS I HAVE IN THIS CRAZY WORLD!
GET HIM! HE MUST NOT STOP US!
ANYONE FOR HEDGEHOG PIZZA? HUR HUR HUR!
YOU'LL HAVE TO BE FASTER THAN THAT TO CATCH THIS HEDGEHOG!
THWAKK!
THERE'S NO CHANCE OF YOU OPENING ANOTHER OF YOUR NIGHTMARE BOXES, LIGHTMARE!
CHAOTIX ARE STILL HAVING THEIR NIGHTMARES. . .NO HELP THERE!
BIO-HAZARD. . . DON'T YOU EVER GIVE UP?

HOW'D YA LIKE A FACE FULL OF TOXIC WASTE, YA LITTLE...
YECCCH!
IS THIS YOUR OWN RECIPE, BIO-HAZARD!
SPLUUURGE!
NO!
YOU FOOL, BIO-HAZARD! JUST HOW POISONOUS IS THIS FILTHY STUFF?
UH, IT'S PRETTY DEADLY... BUT I GOT THE ANTIDOTE BACK AT DA HIDEOUT!
THEN I SUGGEST YOU AND SIDEWINDER LOSE YOURSELVES BACK THERE!
GO ON, BEAT IT BEFORE I CHANGE MY MIND!
SO, AFTER THE VILLAINS HAVE SHRUNK THEMSELVES ONCE AGAIN...
IF I GET ANY OF THIS FILTH ON MY SUIT...
WORRY ABOUT YOUR DRY CLEANING BILL LATER, MR FRY!


WHAT A PRETTY **WEIRD** WAY TO TRAVEL!
BUT CONVENIENT THOUGH!
WH... WHAT **HAPPENED**?
IS IT MORNING ALREADY?
LATER, AFTER A FEW EXPLANATIONS. . .
. . .THEY WERE AFTER **SUPER SONIC** ALL RIGHT! LORD SIDEWINDER EVEN THOUGHT HE COULD **CONTROL** HIM!
WE'VE **SEEN** WHAT SUPER SONIC CAN DO! CONTROLLING HIM WOULD MAKE THAT LOONY LORD **RULER OF THE PLANET!**
. . .AND WHAT'S MORE, I OVERHEARD LORD SIDEWINDER MENTION ANOTHER CHARACTER. . .
NAME OF **NACK THE WEASEL!**
NEXT ISSUE: **NACK'S BACK** *DUE TO DEMAND!*

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALSVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

EASY PC!

SEGA POWERS ONTO HOME COMPUTERS!

Those Boomers who have sent *STC* e-mail and computer generated pics (see this issues' Pixel Zone), will know how useful a PC (personal computer) is. You may have even surfed the Internet for hot Segasational news. However, how many of you know that Sega have released a whole host of classic console games on PC CD-Rom? From *Ecco the Dolphin*, *Comix Zone* and *Tomcat Alley* to *Virtua Fighter*, they've all had the PC treatment.

Virtua Fighter!

The difference with these games being on PC is that you can experience the same type of game action you get from coin-operated arcades, in the comfort of your own home!

Yes, the dinosaur age of the PC has since changed from when games used to look dull and boring. Incredibly, it's all due to a tiny piece of gadgetry called the Pentium Chip, which boosts the power of personal computers no end. This PC technology is able to offer richer 3-D graphics, smoother animation and faster gameplay. Sega have particularly paid attention to additional features in their PC CD-Rom releases, including live help screens and easy loading onto most standard PC equipment in the home.

Fighting fit on PC CD-Rom now!

Special 'character menus', which offer information about the main characters and Badniks in the game, will also appear in games like the PC version of *Sonic CD*.

The Game Gears' version of Baku Baku - now available for PC'ers!

Following the July launches of *Baku Baku* and *Virtua Fighter*, Sega are also due to release *Panzer Dragoon* in October, *Daytona USA* in November, and *Sonic 3*, *Sonic & Knuckles*, and *Sega Rally* in the forthcoming months. There will also be a brand spanking new line-up of games solely for personal computers. What's more, according to Sega sources, they aim to keep all games under the £40 mark. The price of these games should be welcome news for your piggy bank!

NOTE: Check the PC system requirements enclosed with each game prior to purchase, to ensure it will run on your home PC.

ECCO THE DOLPHIN

PC CD-ROM

GAME TYPE: ARCADE ACTION
PLAYERS: 1

PUBLISHER: SEGA
PRICE: £29.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: 8+

Eek! Hold onto your flippers, the classic Sega console game **Ecco the Dolphin** is far from being washed-out!

The tale goes that due to a raging storm, Ecco has become separated from his family. In order to find his shoal of marine mammals and put his oceanic world to rights, he has to fight jellyfish, solve puzzles, and collect energy reserves along the way. If you thought dolphins were timid, wait until you see how Ecco head-butt's his enemies into submission! You'll be so busy with the tasks involved, that you'll hardly have time to come up for air!

Animation wise, this PC version really takes Ecco to new depths, enabling him to realistically move through and leap out of the water! Ecco moves so fast that a rename of Sonic the Dolphin seems more appropriate! The atmospheric 'water music' soundtrack gives the game a tense and spooky feel, keeping the controller transfixed to the screen.

Ecco the Dolphin undoubtedly has enough thrills, chills, and spills to keep you fighting to the fin-ish!

PC REQUIREMENTS

Min Memory: 8 MB
Windows: 3.1 or later versions
Min CPU: Pentium 60 Mhz
Usable Hard Disk Space: 10 MB

FINAL COUNTDOWN

RAVES
Awesome aquatic animation!

GRAVES
Tricky in places.

GRAPHICS 94
SOUND 96
PLAYABILITY 92
OVERALL 94

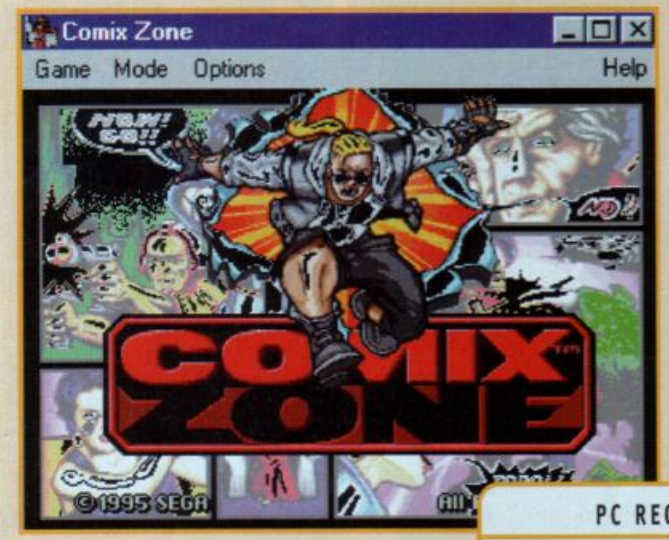
COMIX ZONE

PC CD-ROM

GAME TYPE: ARCADE BEAT 'EM-UP
PLAYERS: 1

PUBLISHER: SEGA
PRICE: £29.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: 8+



As Sketch works through the pages, it's a handy tip to keep all eyes peeled for things to pick up as these prove useful at a later stage. A special score screen which appears between levels adding up points and bonuses, helps to keep track of your progress.

Considering that there's not a great deal of beat 'em-up games available for the PC, **Comix Zone** is a game which will impress gamers with it's originality alone.

PC REQUIREMENTS

Min Memory: 8 MB
Windows: 3.1 or later versions
Min CPU: Pentium 60 Mhz
Usable Hard Disk Space: 5 MB

Originally a Mega Drive game, **Comix Zone** is now a beat 'em-up in a class of its own. It even gives the player an insight of behind the scenes activity at *STC* (now how did they do that!).

Comic by style and by nature, as controller, you play an artist called Sketch, who's trapped inside the pages of a comic book. Sketch, and his pet rat side-kick, Roadkill, must get to the end of the book in order to return to the 'real' world. With fists at the ready, plus all the martial arts skills Sketch can muster, the idea is to come out fighting!

Comix Zone features plenty of fighting fun, (it isn't as brutal as say, *Virtua Fighter*). The clever graphic arrangements make it look like the pages of a comic book, complete with the likes of speech balloons, plus it's jam-packed with farce.

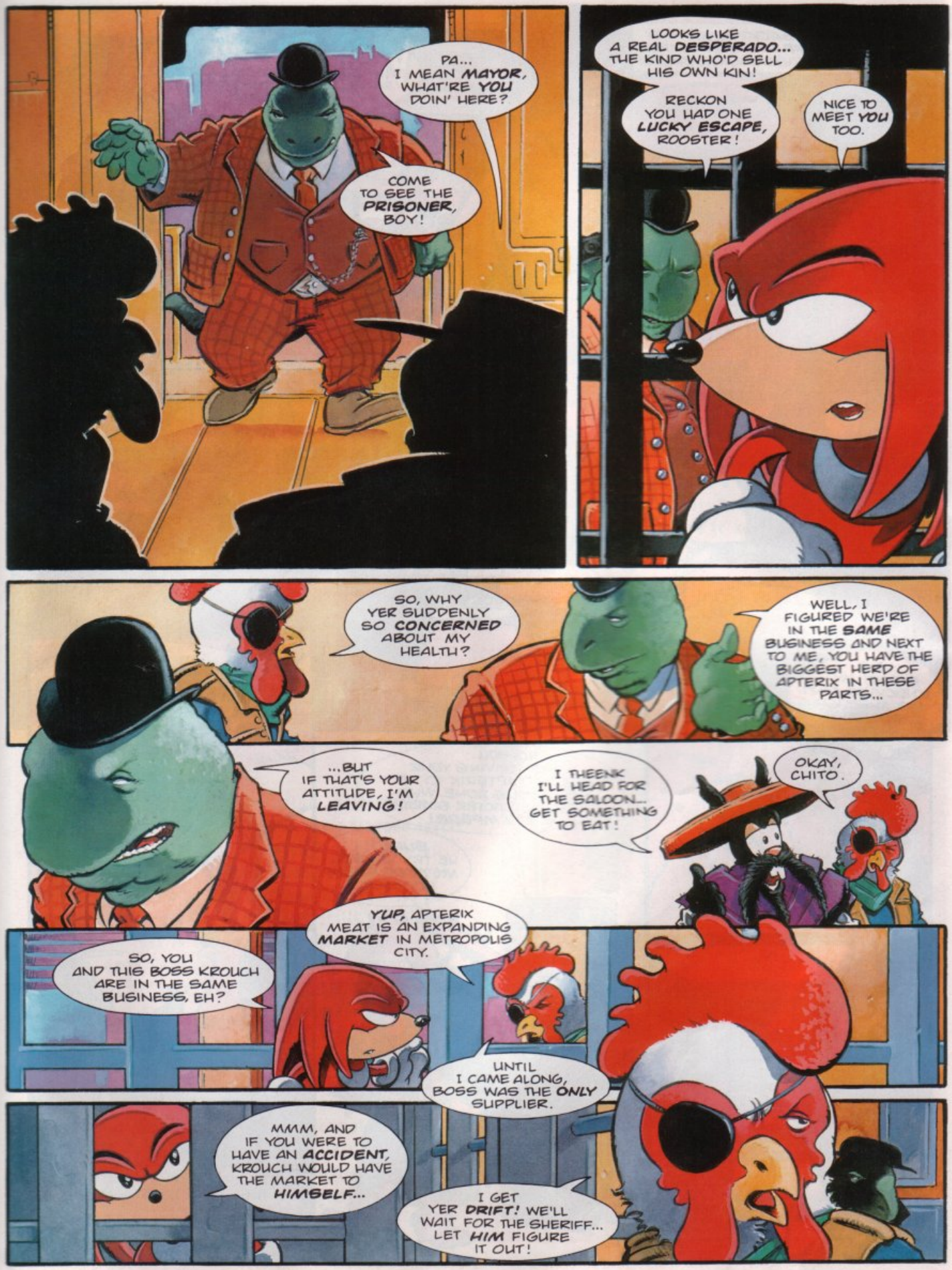
FINAL COUNTDOWN

RAVES
Original graphics.

GRAVES
Too bashful to be a brutal beat 'em-up!

GRAPHICS 83
SOUND 81
PLAYABILITY 82
OVERALL 82

IN THE TOWN OF BACKWATER, THE DEPUTY SHERIFF HAS JUST LOCKED UP HIS LATEST PRISONER, KNUCKLES!
TAIN'T NO GOOD TRYIN' TO ESCAPE. THAT BRAND NEW CELL ARRIVED FROM METROPOLIS CITY ONLY LAST MONTH!
KNUCKLES
THE GOOD, THE BAD AND THE ECHIDNA
Part 2
Script: NIGEL KITCHING
Art: NIGEL DOBBYN
Lettering: ELITTA FELL
HE'S RIGHT! MY KNUCKLES CAN'T DIG THROUGH SOLID STEEL!
SO, YOU WERE DRIVING YOUR HERD OF APTERIX TO THE METROPOLIS ZONE, WHEN THIS CHARACTER STARTED A STAMPEDE!
SURE! HE TRY TO KEEL MY GOOD FRIEND, ROOSTER!
AIN'T GOT ANY PROOF, DEPUTY, BUT WE THOUGHT WE'D BETTER BRING THE VARMINT IT!
GUESS I'LL JUST HOLD ON TO HIM 'TIL THE SHERIFF RETURNS FROM OUTTA TOWN!


PA... I MEAN MAYOR, WHAT'RE YOU DOIN' HERE?
COME TO SEE THE PRISONER, BOY!
LOOKS LIKE A REAL DESPERADO... THE KIND WHO'D SELL HIS OWN KIN!
RECKON YOU HAD ONE LUCKY ESCAPE, ROOSTER!
NICE TO MEET YOU TOO.
SO, WHY YER SUDDENLY SO CONCERNED ABOUT MY HEALTH?
WELL, I FIGURED WE'RE IN THE SAME BUSINESS AND NEXT TO ME, YOU HAVE THE BIGGEST HERD OF APTERIX IN THESE PARTS...
...BUT IF THAT'S YOUR ATTITUDE, I'M LEAVING!
I THEENK I'LL HEAD FOR THE SALOON... GET SOMETHING TO EAT!
OKAY, CHITO.
SO, YOU AND THIS BOSS KROUCH ARE IN THE SAME BUSINESS, EH?
YUP, APTERIX MEAT IS AN EXPANDING MARKET IN METROPOLIS CITY.
UNTIL I CAME ALONG, BOSS WAS THE ONLY SUPPLIER.
MMM, AND IF YOU WERE TO HAVE AN ACCIDENT, KROUCH WOULD HAVE THE MARKET TO HIMSELF...
I GET YER DRIFT! WE'LL WAIT FOR THE SHERIFF... LET HIM FIGURE IT OUT!

THAT NIGHT...
WHAT IN TARNATION WENT WRONG?
THAT ROOSTER'S THE LUCKIEST HOMBRE I KNOW!
HE WAS BANG IN THE MIDDLE OF THE HERD WHEN I STARTED THE STAMPEDE... AND HE STILL ESCAPED!*
I WANT HIM FINISHED! NO ONE MUSCLES IN ON MY BUSINESS!
*SEE LAST ISSUE – Megadroid.
...AND WHAT ABOUT KNUCKLES?
WHEN THE SHERIFF GETS BACK AND REALISES HE'S INNOCENT... THE FINGER WILL POINT AT ME!
DON'T WORRY, CHITO...
"I'VE TAKEN CARE OF THE ECHIDNA!'
HUH? WHAT'S ALL THAT COMMOTION?

GET THE KEYS!
YOU'RE INVITED TO A SURPRISE PARTY, KNUCKLES!
IT'S FORMAL DRESS, BUT DON'T WORRY, WE'LL MAKE AN EXCEPTION SEEIN' AS IT'S YOU!
DEPUTY, YOU CAN'T JUST STAND BY...
IN THIS TOWN, KNUCKLES... WE MAKE OUR OWN LAWS!
YOU KILL ONE OF OUR FOLK, AN' YER DESERVE TO BE DRAGGED THROUGH THE MUD!
WHEREVER I GO LATELY, SOME-ONE WANTS TO FINISH ME OFF!

THESE CRAZIES DON'T REALISE THAT I CAN ESCAPE FROM THIS!
I LEAVE TOWN FOR A FEW DAYS ONLY TO GET BACK TO THIS...
Y'ALL GO HOME BEFORE I LOCK Y'ALL UP!
SPANG!
NOW WHAT?
WELL, NOW, SHERIFF...
THERE'S A COUPLE OF COMPLAINTS I'D LIKE TO REPORT!

NEXT ISSUE: DEPUTY KNUCKLES!

PIXEL ZONE

EACH ARTIST-HUME WHO GETS THEIR HANDYWORK PRINTED IN *STC* WILL RECEIVE A PACK OF CRAYOLA MINI STAMPERS 2, SHAPED-NIBBED, COLOUR PENS.

Knuckles and Sonic pay homage!

Nathan Davies, Shropshire.
Crayola Mini Stampers 2 Pack Winner.

Tails in a two piece!

Anita Lam, St. Albans, Herts.

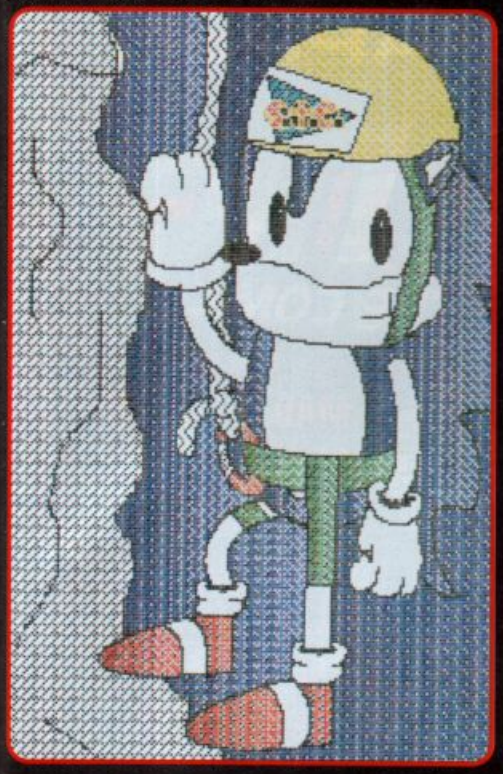
Crayola Mini Stampers 2 Pack Winner.

Sonic speed shopping!

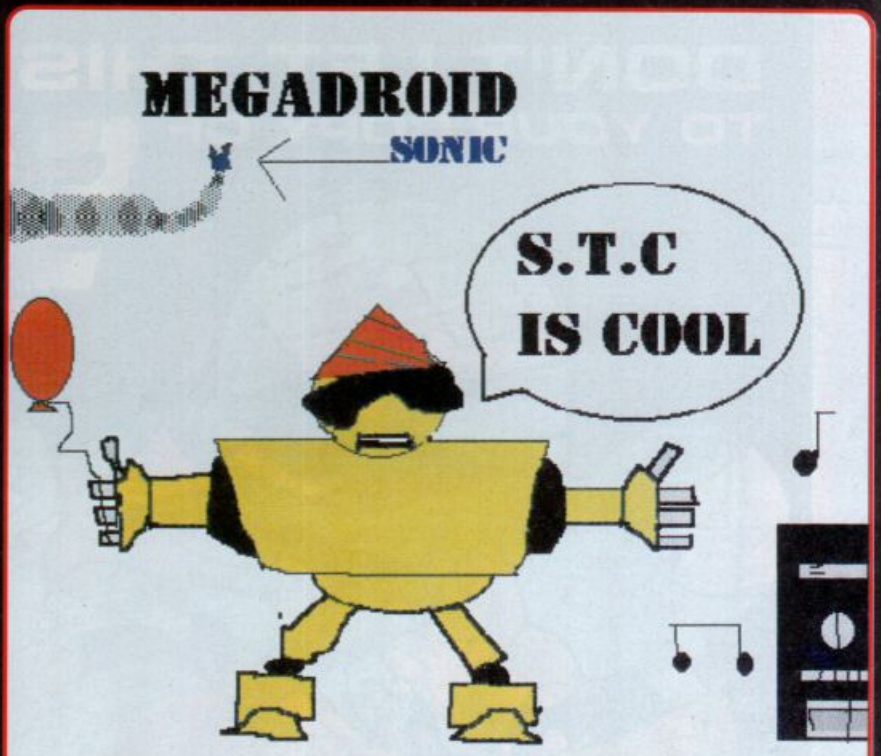
Emma Jane Smith, Bromham, Bedford.

Crayola Mini Stampers 2 Pack Winner.

Sonic in another cliff-hanger!



Jonathan Williams, Dawley, Telford. MD owner.
Crayola Mini Stampers 2 Pack Winner.



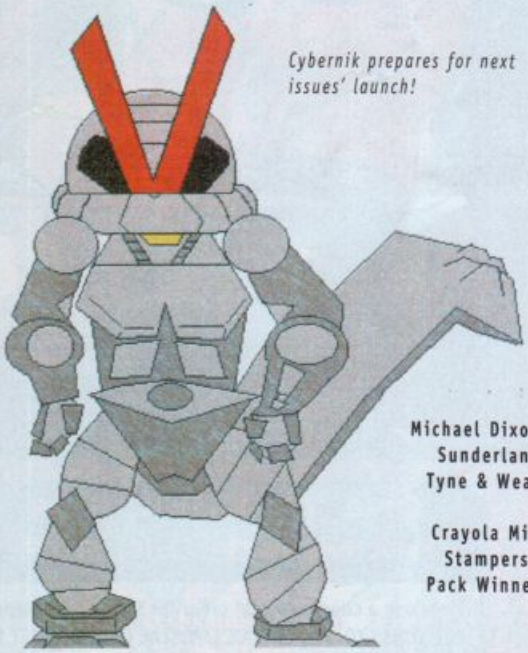
Leigh Flagerty, Harrow, Middlesex. MD owner.
Crayola Mini Stampers 2 Pack Winner.

Tails misses another bus?

David Skinner,
Wyken, Coventry.

Crayola Mini
Stampers 2
Pack Winner.

Cybernik prepares for next issues' launch!



Michael Dixon,
Sunderland,
Tyne & Wear.

Crayola Mini
Stampers 2
Pack Winner.

To help get your handywork selected in future Graphic Zones, please take note of the following tips:-

* Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).

* Be original and don't copy pictures from the comic - come up with your own ideas.

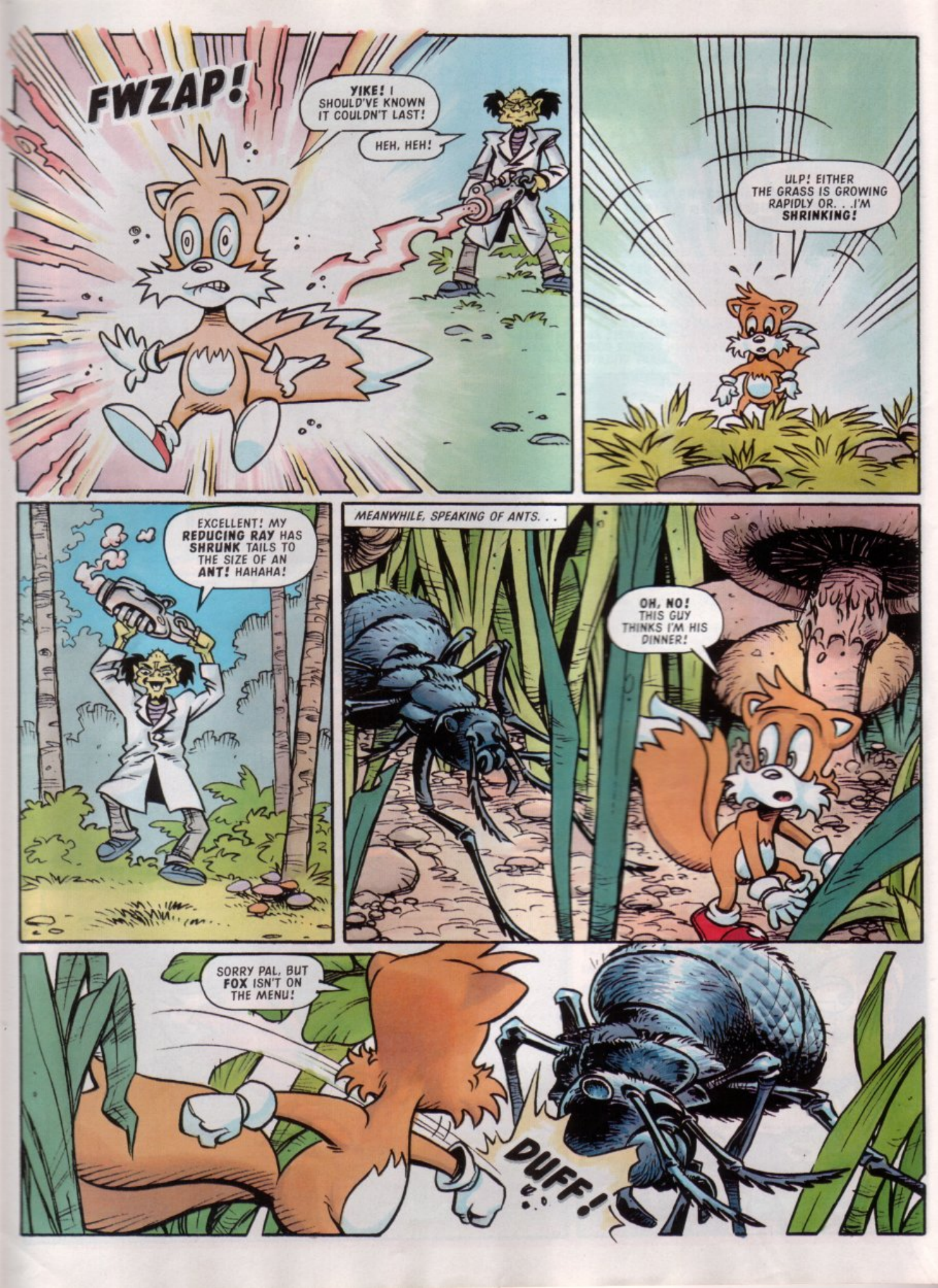
* Include your name and address, preferably written in capital letters on the back of the page.

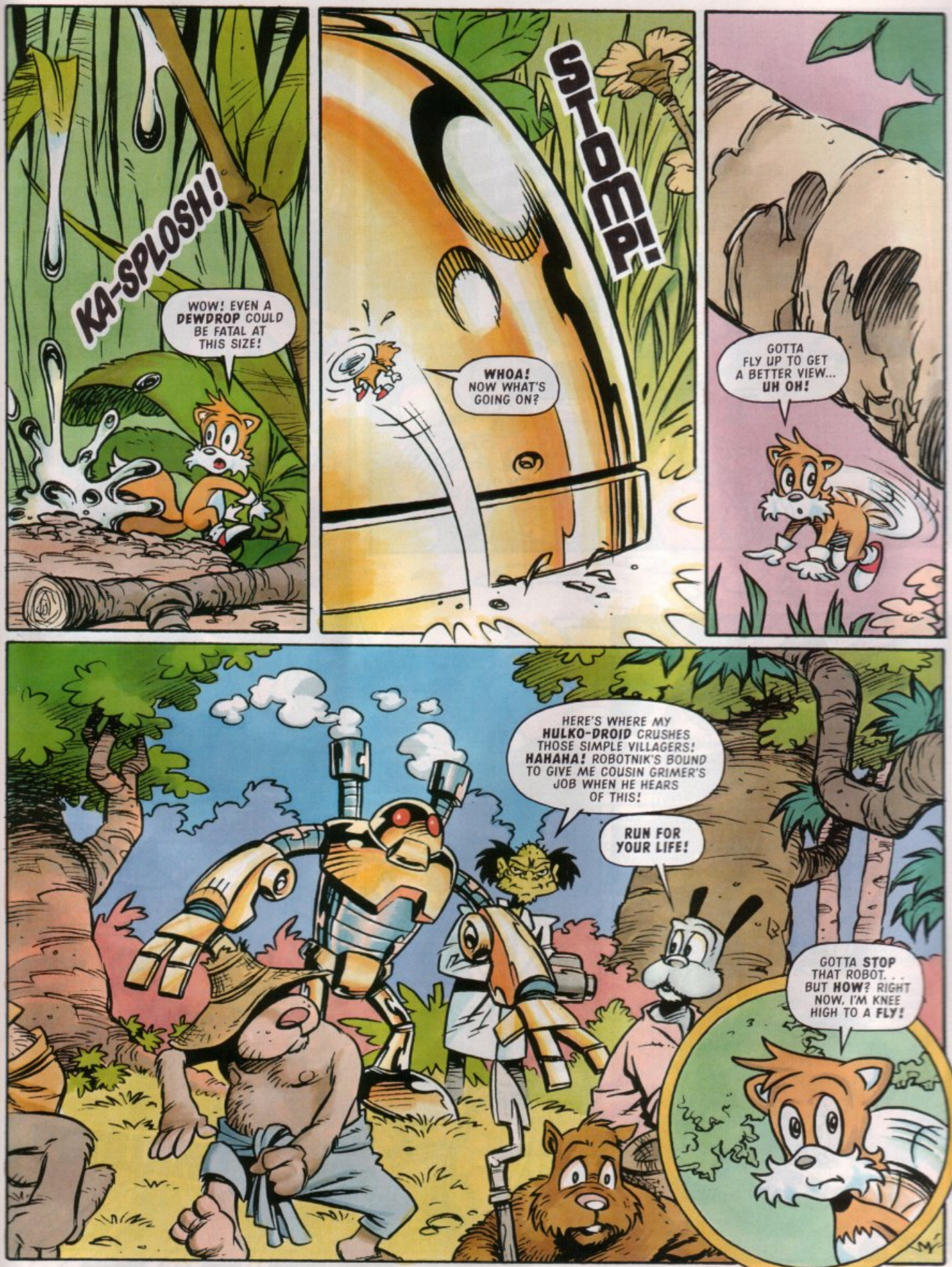
* Send artwork to:
GRAPHIC ZONE, SONIC THE COMIC,
25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

EACH ARTIST-HUME WHO GETS THEIR HANDYWORK PRINTED IN *STC* WILL RECEIVE A PACK OF **CRAYOLA MINI STAMPERS 2**, SHAPED NIBBED, COLOUR PENS.

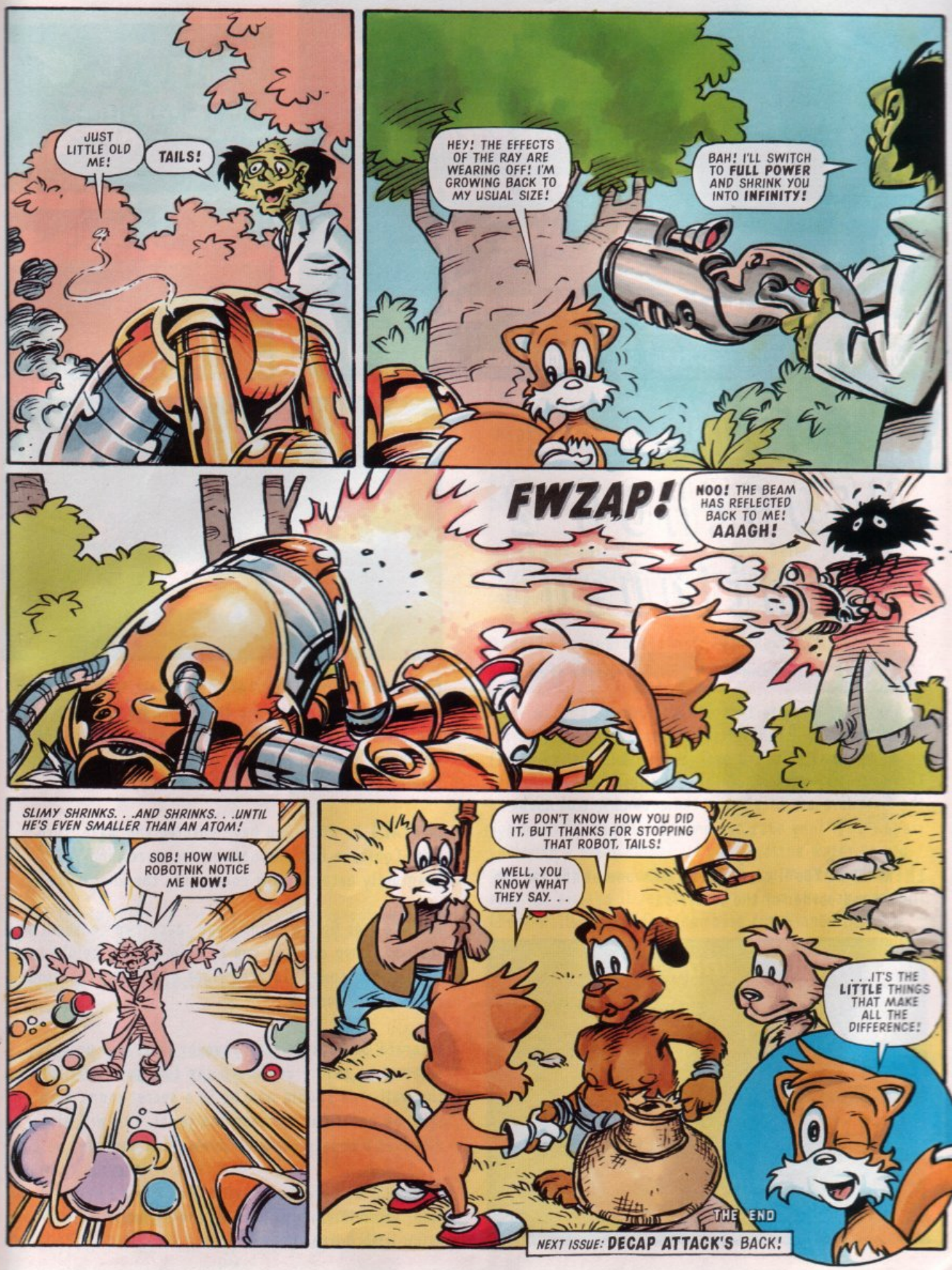
For your nearest Crayola stockists:- Tel: 01234 217786

TAILS Small Change
COMPLETE STORY
Script: LEW STRINGER Art: ROBERTO CORONA
Colouring: STEVE WHITE Lettering: TOM FRAME
ALL YOU BOOMERS KNOW GRIMER, DOCTOR ROBOTNIK'S CHIEF SCIENTIST, BUT DID YOU KNOW THAT HE HAS A COUSIN NAMED SLIMY, ALSO AN INVENTOR. . .AND A BADDIE!
BAH! GRIMER'S ALWAYS BEEN THE GOLDEN BOY IN OUR FAMILY! WELL ALL THAT WILL CHANGE WHEN DOCTOR ROBOTNIK SEES WHAT A BRILLIANT INVENTOR I AM!
"SLIMY'S LAB." KEEP OUT
FIRST I NEED TO TEST MY NEW WEAPON! NOW, WHERE CAN I FIND A SUITABLE TARGET?
MMM! PEACE AND QUIET AT LAST!
AHA! PERFECT!


FWZAP!
YIKE! I SHOULD'VE KNOWN IT COULDN'T LAST!
HEH, HEH!
ULP! EITHER THE GRASS IS GROWING RAPIDLY OR. . .I'M SHRINKING!
EXCELLENT! MY REDUCING RAY HAS SHRUNK TAILS TO THE SIZE OF AN ANT! HAHAHA!
MEANWHILE, SPEAKING OF ANTS. . .
OH, NO! THIS GUY THINKS I'M HIS DINNER!
SORRY PAL, BUT FOX ISN'T ON THE MENU!
DUFF!


KA-SPLOSH!
WOW! EVEN A DEWDROP COULD BE FATAL AT THIS SIZE!
STOMP!
WHOA! NOW WHAT'S GOING ON?
GOTTA FLY UP TO GET A BETTER VIEW... UH OH!
HERE'S WHERE MY HULKO-DROID CRUSHES THOSE SIMPLE VILLAGERS! HAHAHA! ROBOTNIK'S BOUND TO GIVE ME COUSIN GRIMER'S JOB WHEN HE HEARS OF THIS!
RUN FOR YOUR LIFE!
GOTTA STOP THAT ROBOT... BUT HOW? RIGHT NOW, I'M KNEE HIGH TO A FLY!

HEY! MAYBE I CAN USE MY SIZE TO MY ADVANTAGE! IF I CAN FIND A GAP IN THE ROBOT'S ARMOUR. . .
YESS! I'M IN!
NOW FOR THE LESS EASY PART! ERM... I WISH I'D PAID MORE ATTENTION TO COMPUTER STUDIES!
18
EVEN SO, IT DOESN'T TAKE A GENIUS TO KNOW THAT IF I JUST GIVE THIS A TUG, IT'S BAD NEWS TIME FOR THIS ROBOT!
BZZZTT!
GET UP, YOU FOOL! WHAT'S GOT INTO YOU?
BZZZTT!
CRRUMP!


JUST LITTLE OLD ME!
TAILS!
HEY! THE EFFECTS OF THE RAY ARE WEARING OFF! I'M GROWING BACK TO MY USUAL SIZE!
BAH! I'LL SWITCH TO FULL POWER AND SHRINK YOU INTO INFINITY!
FWZAP!
NOO! THE BEAM HAS REFLECTED BACK TO ME! AAAGH!
SLIMY SHRINKS. . .AND SHRINKS. . .UNTIL HE'S EVEN SMALLER THAN AN ATOM!
SOB! HOW WILL ROBOTNIK NOTICE ME NOW!
WE DON'T KNOW HOW YOU DID IT, BUT THANKS FOR STOPPING THAT ROBOT, TAILS!
WELL, YOU KNOW WHAT THEY SAY. . .
. . .IT'S THE LITTLE THINGS THAT MAKE ALL THE DIFFERENCE!
THE END
NEXT ISSUE: DECAP ATTACK'S BACK!

Q ZONE

Q IS FOR QUESTION.
Q IS FOR QUERY.
Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

SONIC THE HEDGEHOG 2 Continued

GG GAME GEAR MS MASTER SYSTEM

CHAOS EMERALDS

There are six Chaos Emeralds to be found altogether; the first five are located in the second Act of each stage.

EMERALD 1: You'll come across this one at the far top right-hand corner of the level.

EMERALD 2: This is one of the hardest to locate as it's concealed high in the clouds. It's a matter of trial and error as to which clouds can be jumped on and which can't. The emerald is located at the right-hand side of the level again.

EMERALD 3: When you have entered the maze, turn left. Continue left throughout the maze, and you'll eventually enter a room containing the Chaos Emerald.

EMERALD 4: Go right until you reach two consecutive springs. Jump on each one to gain enough height to land on the tower (located right of the springs) and pick up the emerald.

Emerald 5: Go over the conveyor belts and up the slope. Just before you reach the top, jump left into the wall. You should now be in a secret room. Turn left, up and right to reach the jewel. You will also discover a couple of extra lives along the way.

EMERALD 6: Defeat the evil Silver Sonic to collect the final emerald, then it's on to the ultimate confrontation with Doctor Robotnik.

SONIC THE HEDGEHOG 3 Revisited

MEGA DRIVE

THE ZONES - PART 1

Things to look out for in all zones:-

- **TV's.** Containing Super Rings (10 Gold Rings), Invincibilities, Speed Shoes, Water Shields, Lighting Shields, Flame Shields, 1-Ups, and Robotniks (which drain power from Sonic and Tails).
- **Star Posts.** These lead to the Bonus Stage where you'll find a Gumball Machine with extra 1-Ups, Power-ups, Gold Rings and other goodies!
- **Giant Gold Rings.** These lead to the Special Stage where you need to grab Blue Balls and Chaos Emeralds.
- **Ramps**
- **Loops**
- **Red and Yellow Pogo Springs**

ANGEL ISLAND

ACT 1
Set in the lush jungle foliage, this is a speedy 'warm up act' to get you ready for the coming events!

Watch out for: Collapsing Ledges, Vine Swings and Floating Platforms.

Badnik's to guard against: Bloominator, Caterkiller Jnr., Monkey Dude and Rhinobot.

ACT 2
Time to get down to some serious work as Act 2 requires your utmost attention!

Keep your eyes open for the Waterfall, Rope Ride, Switches, Tunnels and Hidden Chambers in walls that

contain the Giant Gold Ring which gives access to the Special Stage. If you spot a Star Post, 50 gold rings will activate it in order to get you to the Bonus Round. Guard against Badniks like Caterkiller Jnr. and Rhinobot.

HYDROCITY

ACT 1
Take a deep breath - this stage will leave you gasping!

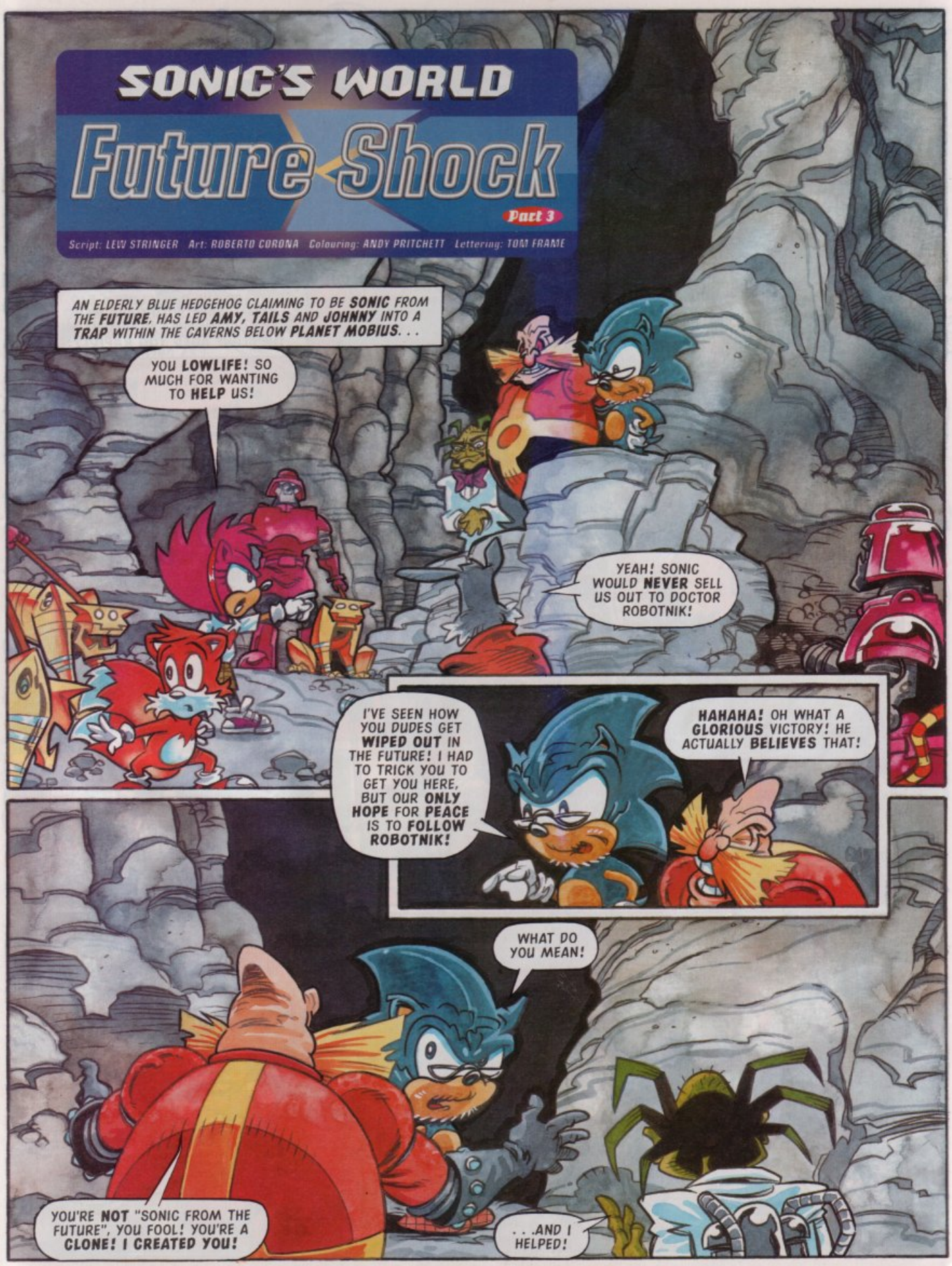
Watch out for: Overhead Conveyor Belts, Switches, Safety Poles, Water Propellers, Air Fans, Speed Hand Catapults.

Badniks to guard against: Pointdexter, Mega Choppers, Blastoids,Turbo Spikers.

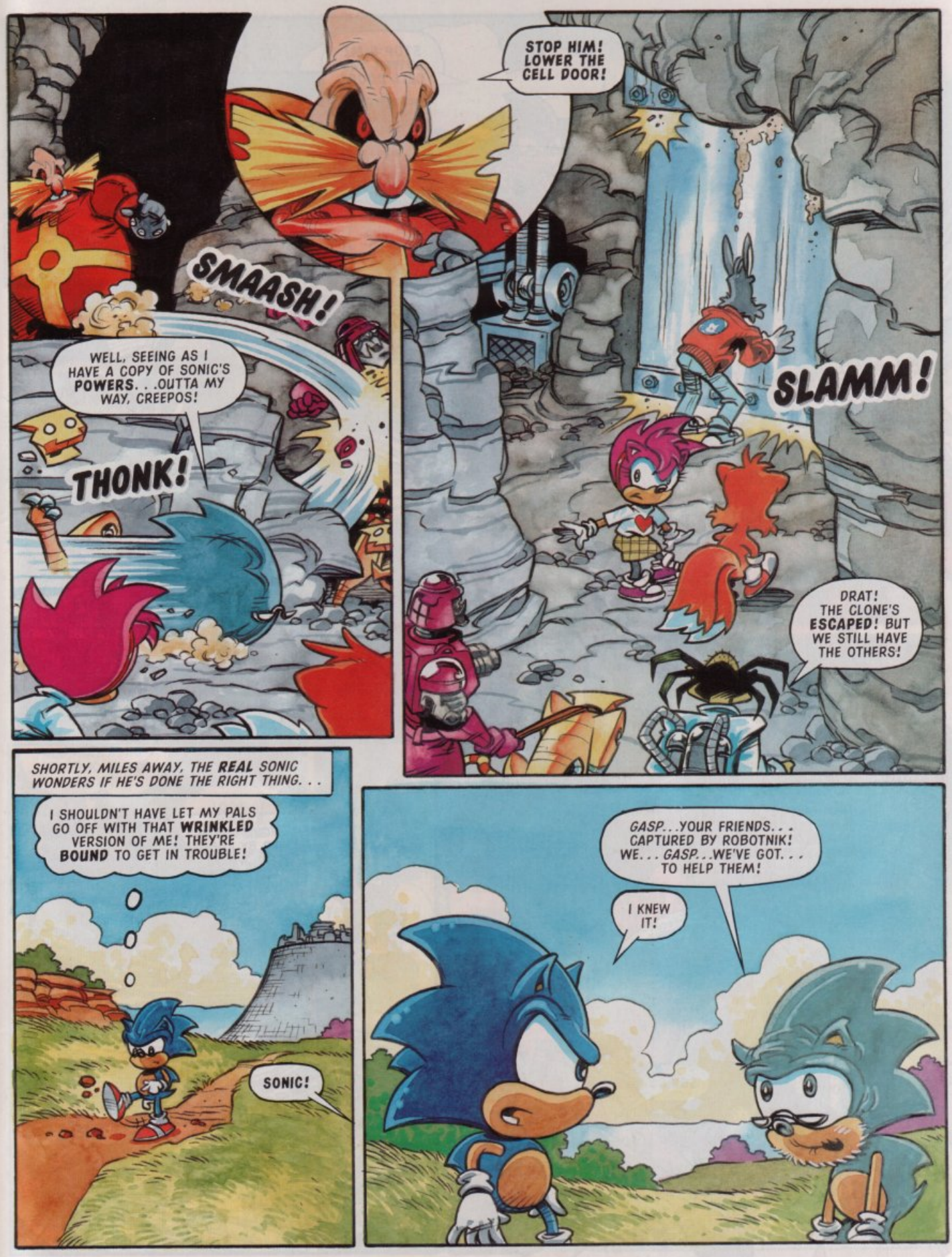
Underwater in Hydrocity, the nasties come thick and fast. By far the worst are the Pirahna - you need a fast flick left and right on the D-Pad to shake them off, otherwise they'll prevent Sonic from jumping. Remember to stop for air regularly, so keep an eagle eye open for bubble streams and take your time when you're in a tight corner. If you find the Water Shield, take it. It is invaluable because you don't need to stop for air and it repels bullets from the cannons. Check walls for hidden chambers and Giant Rings.

The END

Next issue: Sonic 3 Revisited - The Zones continued.


SONIC'S WORLD
Future Shock
Part 3
Script: LEW STRINGER Art: ROBERTO CORONA Colouring: ANDY PRITCHETT Lettering: TOM FRAME
AN ELDERLY BLUE HEDGEHOG CLAIMING TO BE SONIC FROM THE FUTURE, HAS LED AMY, TAILS AND JOHNNY INTO A TRAP WITHIN THE CAVERNS BELOW PLANET MOBIUS...
YOU LOWLIFE! SO MUCH FOR WANTING TO HELP US!
YEAH! SONIC WOULD NEVER SELL US OUT TO DOCTOR ROBOTNIK!
I'VE SEEN HOW YOU DUDES GET WIPED OUT IN THE FUTURE! I HAD TO TRICK YOU TO GET YOU HERE, BUT OUR ONLY HOPE FOR PEACE IS TO FOLLOW ROBOTNIK!
HAHAHA! OH WHAT A GLORIOUS VICTORY! HE ACTUALLY BELIEVES THAT!
WHAT DO YOU MEAN!
YOU'RE NOT "SONIC FROM THE FUTURE", YOU FOOL! YOU'RE A CLONE! I CREATED YOU!
...AND I HELPED!

A CLONE? YOU MEAN... I'M JUST A COPY OF THE REAL SONIC?
ABSOLUTELY! YOU'RE NOT FROM THE FUTURE AT ALL!
I TOOK A CELL SAMPLE FROM SONIC WHEN I CAPTURED HIM, AND GREW A DUPLICATE IN MY LABORATORY...
"I'D PLANNED TO USE THE CLONE TO ATTACK AND GIVE SONIC A BAD NAME...BUT SOMETHING WENT WRONG WITH THE EXPERIMENT AND THE CLONE AGED TOO RAPIDLY!"
"SO, I DECIDED TO BRAINWASH THE CLONE WITH A FALSE MEMORY, SO HE'D THINK HE WAS FROM A FUTURE WHICH HELD NO HOPE FOR OUTLAWS!"
BUT WE RAN TESTS WHICH PROVED THIS GUY WAS SONIC!
THEY JUST PROVED WHAT A GOOD COPY I AM, TAILS!


STOP HIM! LOWER THE CELL DOOR!
SMAASH!
WELL, SEEING AS I HAVE A COPY OF SONIC'S **POWERS**. . .OUTTA MY WAY, CREEPOS!
THONK!
SLAMM!
DRAT! THE CLONE'S **ESCAPED**! BUT WE STILL HAVE THE OTHERS!
*SHORTLY, MILES AWAY, THE **REAL** SONIC WONDERS IF HE'S DONE THE RIGHT THING. . .*
I SHOULDN'T HAVE LET MY PALS GO OFF WITH THAT **WRINKLED** VERSION OF ME! THEY'RE **BOUND** TO GET IN TROUBLE!
SONIC!
GASP. . .YOUR FRIENDS. . . CAPTURED BY ROBOTNIK! WE. . . GASP. . .WE'VE GOT. . . TO HELP THEM!
I KNEW IT!

THE CLONE TELLS SONIC THE FULL STORY. . .
. . .SO NOW YOU'RE AGING AT A FASTER RATE, EH? I **THOUGHT** YOU WEREN'T WEARING VERY WELL!
THANKS! NOT. . . MUCH TIME. . . HURRY!
SOON. . .
THERE THEY ARE!
NO SIGN OF OLD LARD BELLY, SO THEIR RESCUE SHOULD BE EASY!
YOU SHOULD BE SO LUCKY!
SAVE YOUR FRIENDS, SONIC! I'LL DEAL WITH HIM!
MEANWHILE, THE CLONE HAS DOCTOR ROBOTNIK TRAPPED IN A COCOON OF SUPER-SPEED. . .
HEY, BADNIKS! THEY MIGHT NOT LOOK MUCH TO YOU NUMBSKULLS, BUT THEY ARE MY **PALS**, SO **HANDS OFF!**
WHHOOOSHH!
WHAMM!
AAGH! YOU'RE TEARING MY BATTLE-CRAFT APART. . . **NOOO!**
A JUST REWARD. . .FOR THE LIES YOU PLANTED. . . IN MY BRAIN!
SPINNNN!

CAN'T. . . MAINTAIN IT ANYMORE. . . TOO WORN OUT!
THAT WAS CLOSE!
THAT'S THE LAST OF THIS BADNIK CREW!
NO SIGN OF ROBOTNIK AND GRIMER, THOUGH!
WHERE'S THE CLONE? OH NO!
HANG ON, BUDDY! MAYBE WE CAN HELP!
NO, SONIC. . . IT'S NO USE! I'M SORRY I TRICKED YOU...
YOU PULLED THROUGH WHEN WE NEEDED YOU, PAL! THAT MAKES YOU O.K. IN MY BOOK!
LOOK AT WHAT'S HAPPENING —
HE'S TRANSFORMED INTO PURE ENERGY!
WOW! THAT'S WHAT HAPPENS TO CLONES WHEN THEIR BODIES WEAR OUT!
AWESOME!
SO, HE WAS A FAKE ALL ALONG!
YEAH, BUT THAT'S O.K., JOHNNY, 'CAUSE IT GIVES US HOPE FOR OUR REAL FUTURE! HOPE THAT ONE DAY ROBOTNIK WILL JUST BE A BAD MEMORY!
THE END
NEXT ISSUE: SHORTFUSE IS BACK!

SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL SEGA MEGA HOG TAG!

RITCHIE RICH!

Dear *STC*,

I am getting a Sega Saturn for my birthday and after a lot of thought, I have decided to buy *Virtua Cop* as my first game. However, my friend said that *Virtua Cop 2* is better. Is this true?

Richard Edwards, Wedmore, Somerset. MD owner.
Sega Mega Hog Tag Winner.

Most sequels are similar in gameplay to the original, Richard. However, there are additional extras such as extra levels/bonuses, special features and new characters.

Send your e-mail messages to:

stc@egmont.co.uk

Be sure to include your snail mail (postal) address if you want to win a prize!

Head for the hills, the Decapper's are coming (next issue)!
James Bundy, Reading, Berks.
Sonic & Knuckles Hog Tag Winner.
SONIC THE COMIC

ONCE IN A WHIRL!

Dear Megadroid,

I thought you might like to hear my idea for a Halloween story: Sonic has a new batty friend called Slash (originally a bat, who has turned into a bathog!). Slash is worth showing in *STC* because he causes whirlwinds by spinning with his wings open, plus he shoots boomerang fireballs, which is more than you can do!

Jonathan Franklin, Romford, Essex.
Sega Mega Hog Tag Winner.

Ah, but I have hidden talents, Jonathan!

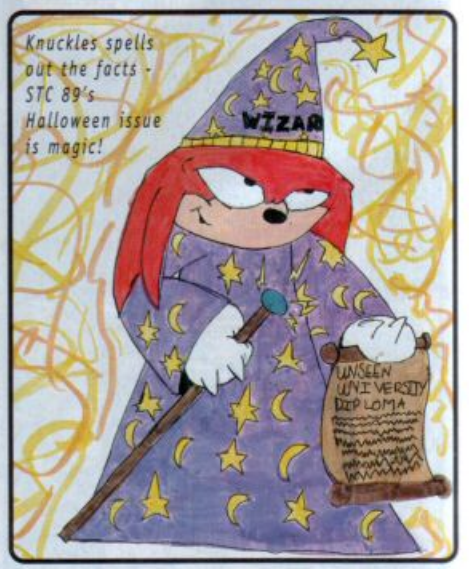
BARTON THINKS...

Dear Megadroid,

I thought you might like to know that me and my friends sometimes design computer games, and then draw pictures of them. Among the games we've designed include Super Sonic 2000, Sonic Returns, Ninja Tails, Super Attack Bomber and Termites. Finally, will any of the Sega games (especially the *Sonic* ones) ever be available on the PC?

Matthew Barton, Great Yarmouth, Norfolk.
Sega Mega Hog Tag Winner.

Keep at it, Matthew and friends! To answer your query, I hope you appreciate the great lengths that STC have gone to with this issues' PC Zone...

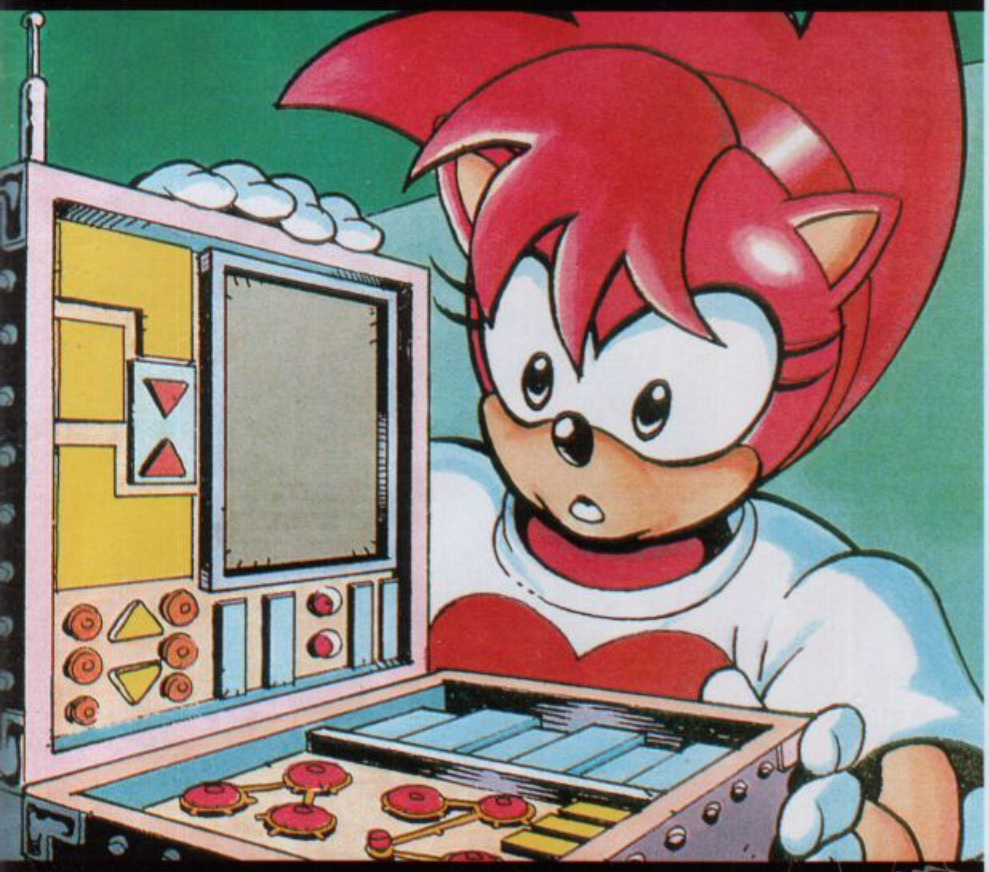


Mark Penman, East Ardsley, Wakefield.
Sonic & Knuckles Hog Tag Winner.

WHAT'S INSIDE

STC 89's

HELL-BENT HALLOWEEN ISSUE?



NEW STORIES

SONIC! THE TOMB!

DECAP ATTACK! THE PUMPKIN CHASER!

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SONIC'S WORLD! FINAL FUTURE SHOCK!

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DATA STRIP

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ISSUE ☐ AGE ☐

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MY FAVOURITE ...

FILM/VIDEO IS .....

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BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

..... AS A COMIC STRIP IN *STC*.

THIS ISSUE'S MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 88

☐ %

Post to: Data Strip/Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

STC
PIN-UP!
Elliot
from NiGHTS Sega's latest Saturn release!